

# Nintendo ENTERTAINMENT SYSTEM



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Game Pak™ "NES-GP"

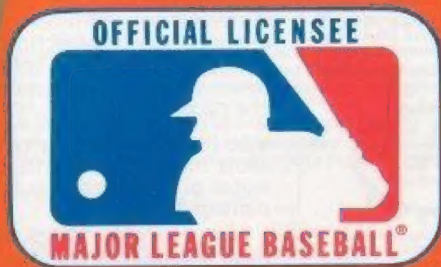
EmuMovies

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# Nintendo ENTERTAINMENT SYSTEM

*INTERACTIVE™ VIDEO GAMES*

NES-BS-USA



***INSTRUCTION BOOKLET***

THIS GAME IS  
LICENSED BY NINTENDO  
FOR PLAY ON THE



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NINTENDO AND NINTENDO  
ENTERTAINMENT SYSTEM  
ARE TRADEMARKS OF  
NINTENDO OF AMERICA INC.

## Treat Your LJN Game Carefully

● This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

● Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

● Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

● Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

## INTRODUCTION

Sure you've always wanted to be a professional ball player but have you ever thought about managing? Well, here's your chance to prove yourself both on and off the field.

- You choose your starting line-ups based on individual stats and playing situations.

Each of the 26 major league teams is represented with its own full roster.

- You make managerial decisions like using a pinch hitter, bringing in a relief pitcher, choosing a D.H. to face a lefty or having a switch hitter swing from the other side.

- You pitch, catch, hit, bunt, pitch out, steal bases, make spectacular fielding plays and even throwing errors.

...and because this is the only officially licensed Major League Baseball video game cartridge, you can actually play American and National League regular season games, All-Star games and the World Series using all your favorite teams, complete with home and away uniforms.

This is Real baseball...for Real baseball fans.

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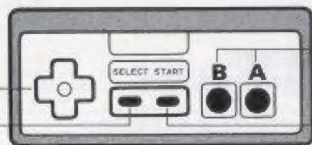
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## HOW TO USE THE CONTROLLER

The CONTROL PAD and A/B BUTTONS are used differently for fielding and batting. Please refer to pages 8 to 11 for details.

### CONTROL PAD

### A/B BUTTONS



### SELECT BUTTON:

select game, league, team, players, etc.

### START BUTTON:

start the game and for TIME OUT to change pitchers or insert pinch hitters.

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## GAME GUIDE

■ There are two game screens; the Infield Screen and a scrolling view of the entire stadium. Once the ball is hit, the Infield Screen automatically changes to the scrolling Playing Field Screen.

■ Before starting the game, you must make many managerial decisions; select either 1 PLAYER or 2 PLAYERS, GAME SELECTION, LEAGUE SELECTION, WITH or WITHOUT DESIGNATED HITTER, TEAM SELECTION and SELECTING THE STARTING LINE-UP.

■ If you select the 1 Player mode, you play against the computer and it automatically selects its own starting line-up after you select both teams and your starting line-up.

The PLAYER SELECTION SCREEN contains all of the players' statistics, from which you pick your Starting Line-Up.

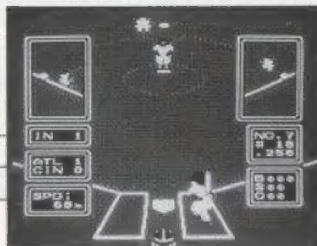


## ■ INFIELD SCREEN AND INFORMATION AREA

• INNING

• SCORE

• BALL SPEED  
(M.P.H.)



• BATTING  
ORDER

• PLAYER  
NUMBER

• BATTING  
AVERAGE

• STRIKE / BALL  
COUNT





## CHOOSING YOUR STARTING LINE-UP

Move the cursor with either the SELECT BUTTON or CONTROL PAD.  
Make the following selections with either the START or A BUTTON.

### 1 or 2 PLAYER SELECTION

select either the 1 PLAYER  
or 2 PLAYERS mode.

### GAME SELECTION

select one of three  
games: REGULAR GAME,  
ALL STAR GAME or THE  
WORLD SERIES. If the ALL  
STAR GAME is selected,  
Player 1 will automatically  
be the AMERICAN LEAGUE  
and Player 2 will be the  
NATIONAL LEAGUE.

### LEAGUE SELECTION

If you chose REGULAR  
GAME in the GAME  
SELECTION screen, then  
select either AMERICAN  
LEAGUE or NATIONAL  
LEAGUE.



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## DESIGNATED HITTER SELECTION

AMERICAN LEAGUE REGULAR GAMES always use a D.H. and NATIONAL LEAGUE REGULAR GAMES never do. The D.H. selection is optional in ALL STAR and WORLD SERIES GAMES. The D.H. can only hold the number 9 spot in the batting order.

## TEAM SELECTION

Select 1 of the 26 MAJOR LEAGUE BASEBALL teams.

## PLAYER SELECTION

choose the players for your starting line-up from the various "position" listings on the bottom half of the screen. You can switch "position" listings with the B BUTTON. Once selected, the player's name appears in the top half of the screen and any selection can be changed until the START BUTTON is pressed. ALL STAR line-ups are chosen by pushing the SELECT button to show the individual TEAM SCREENS. You can select a player or players from any TEAM SCREEN or move on to the NEXT team.

## GAME START

Press START BUTTON

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## USING THE CONTROLLER—IN THE FIELD

### ■ PITCHING:

• Press the A BUTTON to pitch the ball, while using the CONTROL PAD to control its speed and course.

⊕ upper position..... change up

⊕ lower position..... fast ball

⊕ right / left position ..... inside or outside, depending on batter

⊕ middle..... straight, at medium speed

• After pitching the ball, you can make the ball curve right or left with the CONTROL PAD.

⊕ right position..... curve to the right

⊕ left position..... curve to the left

## ■ STAYING POWER

A pitcher's staying power is directly related to the speed at which he throws and the number of specialty pitches he uses.

## ■ PICK-OFF PLAY



Select which base to throw to with the CONTROL PAD and push B BUTTON at the same time.

## ■ FIELDING:

- Catching the ball:

Direct the fielder to the ball using the CONTROL PAD.

- Throwing the ball:



After catching the ball, use the CONTROL PAD to pick which base to throw the ball to and press the A BUTTON at the same time. If you press the B BUTTON instead, the fielder will run towards that base without throwing the ball.

## ■ RELIEF PITCHER:

Press the START BUTTON to take a TIME OUT. The PLAYER SELECTION screen is displayed and you can select a relief pitcher.



## 5 USING THE CONTROLLER—AT BAT

### ■ BATTING

Press the A BUTTON to swing the bat, while using the CONTROL PAD to control the swing as follows:



**right / left position:** hit an inside or outside pitch, depending on the batter.

Press the upper or lower positions of the CONTROL PAD to move the batter back and forth in the batter's box. If you release the A BUTTON halfway through the swing, the batter will bunt or check his swing.

### ■ BASE RUNNING

Use the CONTROL PAD to select which base to run to and press the B BUTTON at the same time. Also use this method to steal a base. If you must return to the last base you were on after starting to run, select the base you want to return to using the CONTROL PAD and press the A BUTTON at the same time. You can cause all runners to return to their bases by pressing the HOME PLATE position of the CONTROL PAD and the A BUTTON at the same time.

### ■ PINCH HITTER

Press the START BUTTON to take a TIME OUT and the PLAYER SELECTION screen is displayed. Select one of the PINCH HITTERS.



## A/B BUTTONS AND CONTROL PAD

| <b>PITCHER:</b>                    |   |
|------------------------------------|---|
| <b>PITCHING</b>                    | A BUTTON  |
| <b>SPEED AND COURSE</b>            | upper and lower positions of the CONTROL PAD for speed, right and left positions for direction. |
| <b>BALL CONTROL</b>                | after pitching the ball, right and left positions of the CONTROL PAD for direction.             |
| <b>PICK-OFF PLAY:<br/>B BUTTON</b> | Select which base to throw to with the CONTROL PAD and push B BUTTON at the same time.          |

| <b>FIELDER</b>  |   |
|-----------------|---|
| <b>CATCHING</b> | use the CONTROL PAD to move the fielder to the ball.  |
| <b>THROWING</b> | select which base to throw to with the CONTROL PAD and press the A BUTTON at the same time. |
| <b>TAGGING</b>  | select which base to run to with the CONTROL PAD and press the B BUTTON at the same time.   |

### FUNCTIONS

#### BATTER

|                         |   |
|-------------------------|---|
| <b>BATTING</b>          | A BUTTON, plus right or left position of CONTROL PAD to hit an inside or outside pitch. |
| <b>POSITION</b>         | upper or lower position of CONTROL PAD to move back and forth in the batter's box.      |
| <b>BUNT/CHECK SWING</b> | release A BUTTON halfway through swing.   |

#### RUNNER

|                          |  |
|--------------------------|--|
| <b>ADVANCING</b>         | select which base to run to with CONTROL PAD, press B BUTTON at the same time. |
| <b>RETURNING TO BASE</b> | select which base to run to with CONTROL PAD, press A BUTTON at the same time. |



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## EAST

**BALTIMORE ORIOLES  
BOSTON RED SOX  
CLEVELAND INDIANS  
MILWAUKEE BREWERS  
DETROIT TIGERS  
NEW YORK YANKEES  
TORONTO BLUE JAYS**

## WEST

**CALIFORNIA ANGELS  
CHICAGO WHITE SOX  
KANSAS CITY ROYALS  
MINNESOTA TWINS  
OAKLAND ATHLETICS  
SEATTLE MARINERS  
TEXAS RANGERS**



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## EAST

**CHICAGO CUBS  
MONTREAL EXPOS  
NEW YORK METS  
PHILADELPHIA  
PHILLIES  
PITTSBURGH PIRATES  
ST. LOUIS CARDINALS**

## WEST

**ATLANTA BRAVES  
CINCINNATI REDS  
HOUSTON ASTROS  
LOS ANGELES  
DODGERS  
SAN DIEGO PADRES  
SAN FRANCISCO  
GIANTS**



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## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

## LIMITED WARRANTY

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